

Galerkin/Linear Finite Elements Method in 1d, with generic quadrature

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Exercise

- ▶ adapt the fem1d code to allow the user to specify the quadrature rule as the name of a dynamically loadable object
 - ▶ the dynamically loadable object should define a function named `integrate`
 - ▶ **double** `integrate` (**double** (* f) (**double**), **double** a, **double** b)
- ▶ implement plugins for midpoint, trapezoidal and Simpson's rule